Amendments to the Specification:

Please replace paragraph [00030] with the following amended paragraphs:

[00030] The present invention provides a mechanism by which each data byte may be transmitted multiple times over different data channels depending on a predetermined level of redundancy. This advantageously provides a processing gain in that if one channel is blocked by an interfering transmitter (i.e., a cordless phone or other), the packet can be successfully received. FIG. 2 illustrates such a mechanism for a data payload of 72 bytes with three levels of redundancy. An exemplary system for transmitting the data over seven data channels and five data channels is shown, however, other numbers of channels may be used to achieve a required level of redundancy (e.g., 3 or other level of redundancy). In FIG.2, for each data channel, the first column indicates the first byte transmitted on the channel and second column indicates the last byte transmitted on that channel. The second row associated for a particular channel is for cases the where the bytes wrap around from the last channel to the first channel. For example, for the exemplary system having 5 data channels, data bytes 45-72 and 1-16 are transmitted over data channel 2. Note also that some data bytes are sent four times to make sure that all data bytes are sent the preferred three times. Thus, [[In]] in accordance with this aspect of the invention, some data channels could be missed and/or corrupted and all of the data can be received on the other data channels.